

# COMMODORE MAILINK

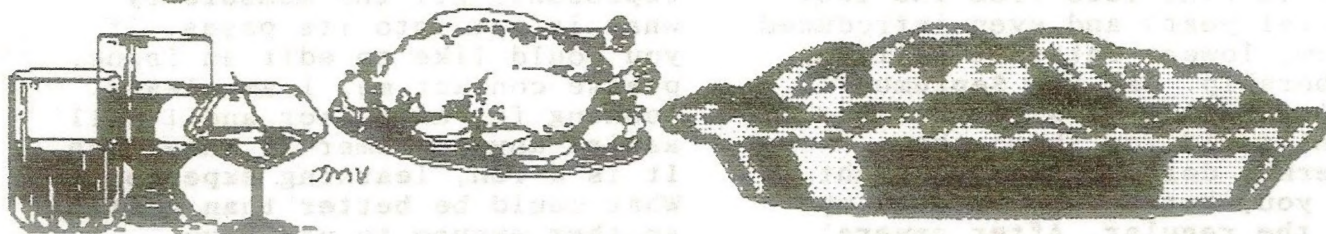
THE NEWSLETTER OF MEETING  
64/128 USERS THROUGH THE MAIL



NOVEMBER 2008

## Thanksgiving

A Time to Share  
the Best with  
Family and Friends



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Content: Fancy word Thanksgiving and Pie graphic from-RUN

Companion Disk 1, Holidays 2 photo Album

Drinks glasses and cooked turkey from ClipArt Series, Xmas

geoPaint page, by JMV Grafix



## MEETING NEWS

At the close of this year, I hope everyone has enjoyed their 2008 membership in Meeting 64/128 Users Through the Mail. I hope some of you have made new acquaintances through correspondence and even learned a new hint or tip to use on your 64 or 128.

I also want to remind everyone that membership time is here again, and with the economy as it is, I hope everyone will still renew their memberships for 2009. The club has again held the line on club fees from the last several years and even introduced a new, lower, internet delivery membership. See the September CML's Meeting News for all the details. If you think the internet delivery may be right for you, but not sure, sign up for the regular. After several MailLink downloads off the internet to compare with your mailed/printed version, you can decide which delivery suits you. If you then choose the internet delivery version, you can write to tell me to switch you to internet rate with a prorated refund of unused issues. I believe The Commodore MailLink is a very good, informative newsletter, with rich and varied articles-- as varied as the writers and members of MUTTM; worth more than the price of membership. Richard has enclosed a preaddressed, stamped envelope for you to send your memberships fees in.

Since we only have one BIOS mailing next year (in March), now would also be a good time to look over your bios listing to see if it needs updating. Your updated bio could also be sent with your membership fee and save you

your listing to stay as it was in September, you need NOT send in a new bio.

If you choose NOT to renew (and I hope you do not choose not to) please drop me a note in that prestamped envelope as to why. Losing a member is always sad, but a letter helps to know why.

MUTTM is a joint effort of EVERY member and it is what we ALL help to make it. The Commodore MailLink, our newsletter, is only a part of the overall club, but represents all the members by what is put into its pages. If you would like to edit an issue, please contact me, I am always looking for an editor and I will assist any newcomer if they wish. It is a fun, learning experience. What could be better than getting another excuse to use your commodore? Also, if anyone has ideas for the club or the newsletter, PLEASE let me know about the idea. But remember, you may have to help put that idea into action.

By continuing to be MUTTM members, we will continue to have a varied and vast membership base to communicate with. Remember, keep corresponding-- that is our club's greatest resource. Merry Christmas and a Joyful New 2009!

As members, you get my home address and phone to coorespond with me quickly. I do have a po box and email addresses but do NOT visit my po box daily NOR do I have internet access at home so my Delta, OH mailing address and phone number (during normal daytime/early evening hours) is the quickest way to get in touch with me. -- Robert Snyder



## **FREE COMMODORE TROUBLE SHOOTING DISK !**

***BUT YOU MUST ACT FAST, ONLY THE FIRST 40 MEMBERS THAT RENEW THEIR MEMBERSHIP & MAIL WITH POSTMARK BEFORE DECEMBER 31, 2008 WILL GET THIS DISK WITH THE JANUARY 2009 COMMODORE MAILINK ISSUE.***

***It is the "Drive Checker V1.0" that positions Commodore Driver heads. I've used it for years on 5.25" disk drives and have given it to several members during the years. Richard Savoy, Publisher of the CML***

## **HOW TO JOIN M.U.T.T.M.**

Send a request to the President via mail [MUTTM, PO BOX 64, METAMORA OH 43540-0064] or email [arsnyder92@netscape.net] with your postal address to receive an application. All information on membership will be sent to you via postal mail. DO NOT SEND MONEY WITHOUT FILLED OUT APPLICATION. However, for your information, dues are \$15 for U.S.A., \$17US for Canada, and Mexico, and \$25US for all other addresses. Membership includes Commodore Mailink in January, March, May, July, September, and November, plus BIO's (members list) in March.

**JANUARY 2009 COMMODORE MAILINK EDITOR:** Linda Tanner

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### **MUTTM TREASURY REPORT**

YEAR 2008	Aug1-Sept30	Jan1-Sept30
Beginning Balance	892.00	553.07
New Members & Donations	70.00	1653.11
Interest	0.45	1.82
Printing & Postage for CML	331.42	1254.97
CML Disks		180.00
MUTTM Website	142.00	142.00
Ending Balance	631.03	631.03



**HAPPY HOLIDAY SEASON**





## GEOSGenie

by Jane M. Yoskamp - Jones

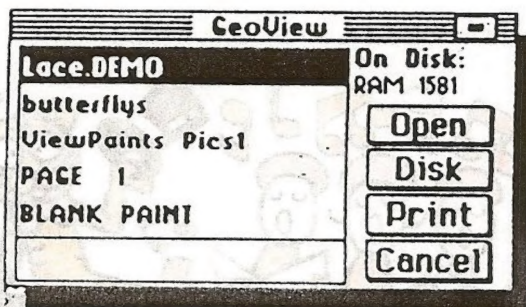
### Viewing Without Paint, Part Two

Continuing the theme of 40 column programs that can be used in GEOS64 and GEOS128 (40column mode), including the exception, to view geoPaint files without using geoPaint itself

#### GeoView1.1

GeoView1.1 by Stephen R. Bassler. This 40 column PD Application program seemed essentially the same as v1.0, and it too allows you view, scroll, and print geoPaint pictures in full screen mode, according to the program blurb. Pretty much exactly the same as v1.0 (refer to Mailink Newsletter, September 2008 page 5).

On double-clicking to run the program, a DBGetFiles box is displayed listing the geoPaint files present



Like v1.0 this box is slightly different to the usual one as there is an off button in the top right corner, and you use it just like the desktop's NotePad off button feature.

Gadgets available are Disk, and after the first use, Print and Cancel. Select your file and click Open. The file name of the document being viewed is displayed in a bar across the top of the display area.

The document defaults to the top left corner, showing a full 40 column screen in the display. Scroll around your file by moving the Joystick/mouse in the direction required. Again, you are only viewing a 40 column area of an 80 column document. Click to bring back the DBGetFiles box.

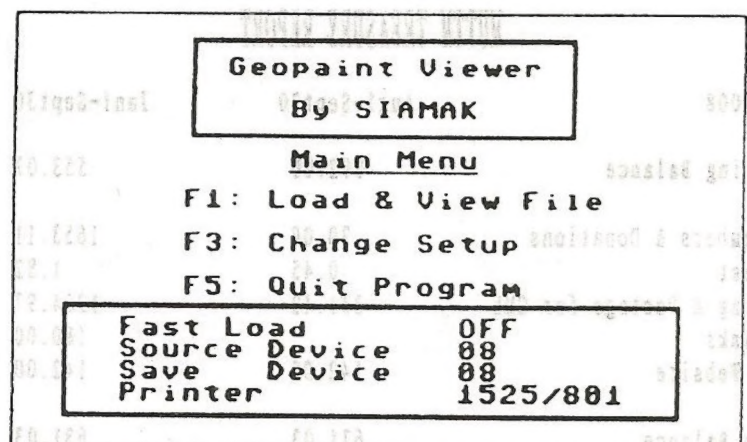
If your picture file has colour, it will be shown, and like before you will notice some colour jumping during scrolling. This is a VIC-II 6567 chip colour registers phenomenon that there is no avoiding (for more information refer to the sections on the "VIC-II Chip 40 Columns" in "The HandBooks of the Commodore 64 & 128"). You can click Cancel just to close the DBGetFiles box, or select a new file to continue.

Once again, the Print gadget seemed promising at first, but it resulted in only the area displayed on the screen in front of me being printed out. Never mind. To exit the program you must use the off button in the top right corner of the DBGetFile box. Cancel won't do it here.

#### GEOVIEWER

GEOVIEWER by Siamak Ansan, thankfully published many, many times, by J&F Publishing on Loadstar 64. The incarnation I am looking at was on issue #163. This program is the **exception** that I alluded to last issue. It runs in C64 BASIC mode, and not in GEOS (gasp!).

Well, I love it and I think it is an important program to add to this topic of viewing and printing geoPaint files outside of GEOS. Versatility is quite something with our Commodores, and this program gives the ability to view and print geoPaint files to those who normally steer clear of GEOS altogether - it's alright, I understand, we're all different, and I haven't forgotten you!



GEOSGenie continued on page 5



## GEOSGenie continued from page 4

This program really does let you print out a whole geoPaint file of your choice, without needing to boot up GEOS. Sometimes this has been a great time saver that I have been very grateful for, but I can only speak for myself. The program is so easy and simple to use, and usually there are instructions with it on the Loadstar disks. But all you really need to do is follow the menus displayed on the screen after the program has decompressed.

Setup Menu		
F1:	Fast Load is	OFF
F2:	Set Source Device	08
F3:	Set Save Device	09
F4:	Change Printer	
F5:	Return to Main Menu	
Current Printer: EPSON		

The first display has F1: Load and View File, F3: Change Setup, and F5: Quit Program. Mostly we just need to use F1 which calls up the current disks directory.

While viewing the geoPaint page, you use the cursor keys to scroll through the picture, or jump quickly to particular areas with the hotkeys T B L R C which stand for Top, Bottom, Left, Right or Centre. Other hotkeys are P and S. P for printing the whole picture out, not just the area you see, and S is to save the area that you see, to your disk as a Doodle! compatible hires document. The DD prefix is supplied.

Commands: ↑ ↓ ← → T B L R C P S <RETURN>

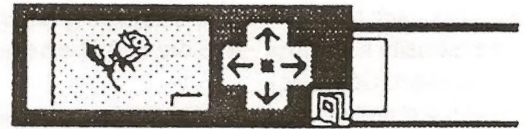
If you need to alter the printer driver that the program uses, you simply need to use F3 to change to your setup at the Set Up Menu. I found that changing to the Epson driver worked very well with my Commodore MPS1250 set in Epson mode.

### GP-Viewer v1.0

GP-Viewer v1.0 by Scott E. Resh. This 40 column Desk Accessory GEOS program published on the GEOS Power Tools disk by J&F Publishing. I previously wrote about this program in the Mailink May 2008 Newsletter page 5, but we will briefly go over it here in this context.

PowerTIs Picst			
Open	↑	↓	Quit

Okay, this program is a good idea, but in practice the teeny weeny little viewing window that you scroll in, quickly drove me nuts. I mean why bother to use it, sure it will let you check another geoPaint document from any other Application if you really, really need to make sure that it is the one you want.



But if it opens up on a blank spot first, you have to painstakingly scroll around with the little arrows and really, I just got annoyed. Can't help it, I have the attention span of a child at times.

The two diagrams are actual size of what you will be seeing when you use this program, so hopefully you see my point. This program is not for power users, though. Maybe the fact that it is a DA, and because you can access it from any other 40 column Application, may give it a little more life for some of you Geos users. This program didn't improve for me the second time around, sorry.

To be Continued in the next Issue ....  
Viewing Without Paint, Part Three

### Readers Three Wishes And All That...

General geoCalc question "I have a C128 which I use predominantly in 64 mode, and a RAMdrive which now works well, and an MPS1250 printer. I have used GEOS/GeoCalc on the RAMdrive to produce a chart of various foods and their caloric value, and their make up eg fat, carbohydrate, cholesterol, salt content, etc.

It has turned out well, but I now want to add extra lines of information as my amount of information increases. Can I do this with geoCalc? I can find no reference to do this in the instruction manual for geoCalc. I have tried committing blocks of information to scrap, and pasting them back at a new site to give me space to do what I want, but it all comes out a garbled hash. Probably I am asking the software to do something of which it is not capable, or The Thing, is taking charge and garbling the data committed to scrap.

Jane. Thanks for the question, and a tough one it is at that. Often the innovative things we are trying to do with GEOS software, were never thought of by the authors when everything was written. I think that I would go about it the

GEOSGenie continued on page 6



## GEOSGenie continued from page 5

same way as you have tried. However, since I have not ever had such a large database within GeoCalc, I cannot provide a definitive answer for you.

I would go about testing the pasting to and fro to see if I could help you work it out. I do have a couple of ideas related to -

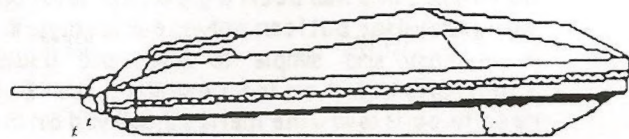
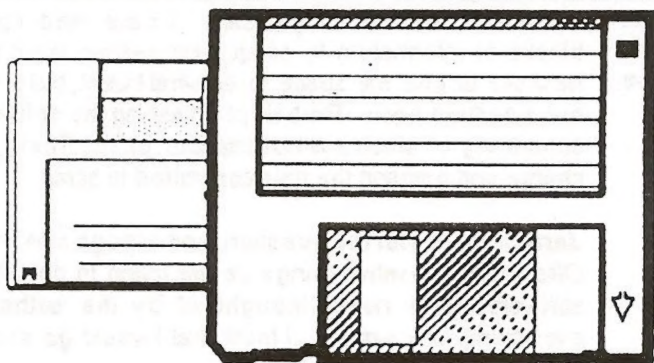
- 1) the usual maximum number of cells that calc can handle,
- 2) the fact that automatic calculating cannot be turned off (I personally hate that - this dreadful behaviour is what sent me away from GeoCalc)
- 3) how many rows you are trying to move at once
- 4) are you cutting the data into text scraps, or calc scraps, so that they are out of those cells completely, or using copy etc.

GeoCalc does not seem to have an 'insert a row of cells' capability unfortunately, which is a limiting factor. Not exactly something I can experiment with without the actual file though. Then after all that, you may actually be correct that the software itself may not be capable of doing all of the above. I personally use Switcalc128 because it actually gets around all of these things, although slightly differently of course.

Unfortunately, there is not much more I can do than just apply the above 'thought exercise' of how to get the better of the program, but GeoCalc has a limited range of features in the first place. I call it the way I see it, and if a GEOS program does not perform the way I need it to, I find something that does.

Send in your comments, or great GEOS discoveries, and I will respond when I can in this column, unless you wish a private reply, in which case please send a SSA(Business)E and I will write you back. You can even just let me know if you are enjoying the column.

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### The World of GEOS



**HandBook ©  
Series**



**UnPlugged  
Series ©**

The following Series of HandBooks are all still currently available. Enquire for an order form, or for more details on contents in a catalog -

The World of GEOS HandBook I, Disk	*\$15.00
The World of GEOS HandBook II	*\$15.00
The World of GEOS HandBook III	*\$15.00
The HandBook of Commodore Disks	*\$15.00
The HandBook of the Commodore 64	*\$15.00
The HandBook of the Commodore 128	*\$15.00
GEOS in Review	*\$10.00
GEOS UnPlugged I	*\$15.00
GEOS UnPlugged II	*\$15.00
GEOS UnPlugged III	*\$15.00
GEOS UnPlugged IV	*\$15.00
GEOS UnPlugged V	*\$15.00

\*US dollars preferably on Bank cheques  
\*\*Overseas Orders add **US\$5.00ea P&H**  
(Unless ordering more than one, - negotiable)  
(Personal cheques not accepted)  
Bank Cheques Payable to Jane M. Jones

All STILL Available direct from -

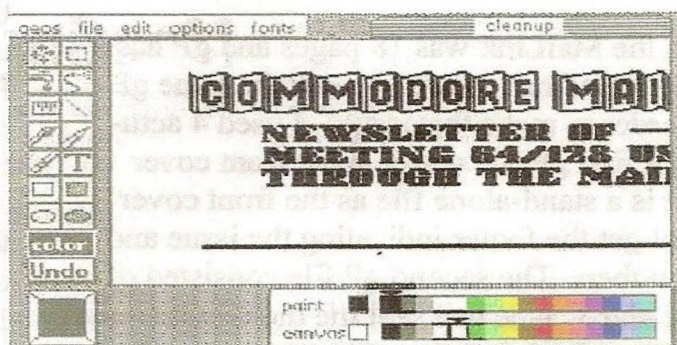
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jmygrafix@yahoo.com.au



# COMMODORE MAIL

NEWSLETTER OF —  
MEETING 64/128 USER  
THROUGH THE MAIL

September 2008



Attached is the article in Word format along with two pictures to go with it. I have pasted the article into this email message as text as well.

Bruce Thomas

On Wed, Sep 24, 2008 at 4:17 AM, crsavoy5578~comcast. net> wrote:

Hi Bruce, You had said earlier that your had a article you would send that you didn't have space for, also would like to write how you did the September issue! I can use now please. Thank-you

Richard Savoy

## Nuts & Bolts Part 2

### Creating the September 2008 MailLink

Since I ran out of space in the September MailLink I will finish up here with the details on how I created that issue.

First off I would like to send a big THANK YOU to everyone who submitted articles and items for publication even if I didn't use them. That made my job as editor a whole lot easier.

I mentioned that I use two systems and both systems are running the Wheels upgrade for GEOS to allow full access to all of the attached storage and make file transfers between the Commodore systems and my PC easier. Many years ago Maurice Randall identified a bug in geoDOS that can corrupt areas of GEOS memory used by applications like geoWrite. In order to avoid this bug you would have to turn the system off after using geoDOS. To get around this I use geoDOS on the MC to transfer files between the PC and PC= formatted disks using the RAMLink and the FD-2000. I do all of my geoWrite and geoPublish work on the C-128D.

The MailLink was created entirely in geoPublish (gP) Vi .1 the upgrade created by Todd Elliott. This allowed me to paste the JPG graphics directly onto the page and line them up with the text and captions. It is possible to use Maurice Randall's PostPrint to add the JPGs to the production but placement is a little trickier since you can't directly see where the text is and it takes printing of the file to see your results.

*Continued on Page 8:*



*Continued from page 7:*

Since the MaiLink was 18 pages and gP has a 16 page limit I had to create more than one gP file in order to make this issue – I used 4 actually. The first gP file was just the front cover page. It is a stand-alone file as the front cover does not get the footer indicating the issue and page numbers. The second gP file consisted of pages 2 and 3. Jane had sent me the GEOSGenie column in GEOS format so I used it with only a few changes for pages 4, 5, and 6. The fourth file consisted of pages 7 to 18.

All of these files were combined into a single file in PostPrint and printed to disk as a PostScript file which was moved to the PC using the geoDOS process outlined last issue. Once on the PC I use a free program called GhostScript and it's companion program GSView to convert the Commodore generated PostScript (PS) code into an Adobe Portable Document Format (PDF) file for reading on the PC.

The MaiLink banner on the front page is a single large image in geoPaint. Since it is impossible to copy the full width of the geoPaint file to a photo scrap with the color info intact I used Nate Fielder's ScrapCan program which lets me copy and paste graphics and color between geoPaint files and Photo Scraps.

I had used this banner graphic when I produced the July 1998 MaiLink but I had to edit it to use it this time. Not because of the date – September 2008 is not part of the graphic but is Special Text added in gP. In July 1998 the MaiLink was not printed in color. When you print a gP file in color you get the default geoPaint colors in your Photo Scraps.

Check **Figure 1** where you can see the banner has dark grey text on a light grey background. In order to get the proper results on the color printer I need to get the banner into geoPaint, change the colors to Black on a White background (see **Figure 2**) and then save it back to a Photo Scrap again. ScrapCan allows me to move the full-size graphic easily. I also had to edit all of the images in Jane's GEOSGenie column to make them black on white.

*Continued next column:*

Once I had the entire issue complete and pasted the 4 gP files together into a single PostPrint document I printed it to disk and moved it to my PC. Here I did a little post-production editing. On Page 9 in the interview with Nigel Parker he mentioned that he had paid £2100 for his Amiga 4000. A British Pound Symbol (BPS - £) is not part of the GEOS character sets so there is no way to enter this directly into geoWrite. The BPS is part of PS character sets. I used a tilde (~) symbol in geoWrite as a placeholder.

When I got the 948 kb PS file copied over to my PC I opened the file in a text editor and searched for the tilde character. In order to get the BPS to print I used a process first outlined by Randy Winchester in his AntiGrav Toolkit article in geoWorld Magazine back in 1989. I replaced the tilde character with a backslash (\) followed by the code for the BPS using Octal Numbering (243). When I used GSView to convert the gP produced PS code into the PDF file the BPS printed out just fine. The same would be true if I was to send the PS file straight to my Laser Printer.

And I thought I was all done and was quite proud of the way the issue looked. Then DISASTER struck!

I had recently had to rebuild my PC and had not used the new install of GhostScript and GSView. When I converted the gP created PS file to the PDF I thought it looked great and sent it off to the MaiLink Executive as a preview of what I was going to mail to Richard. A few days later when I actually printed it off on the color laser I was alarmed to find that GSView was set by default to create pages in A4 paper size. This meant the PDF had to shrink to about 93% of full size to fit onto Letter size paper.

When I corrected this and told Richard of my error he said he had already printed off half the issues to be mailed out. Too late to correct the problem so it was left as was and you all received a poor copy of what I had intended. The margins around the edges of the pages should not have been as big as they were and the text and pictures should have looked better. SORRY!

Enough for now. Hopefully some of you will take up the challenge of editing an issue of the MaiLink to showcase your Commodore abilities.  
Bruce Thomas



Page 1 Workshop February, 2004

## How to GoDot #8 By Amdt Dettke

Patterns and Textures

To fill any given area with a certain pattern and even with a texhire (which is another picture wrapped to that area) is what we cover in this eighth workshop about using GoDot to your benefit.

**Pic #1** ensued from the material in **Pit #2**: a pattern, a dipart image, and a headline. It demoes how to darken colors by applying a black tessellation pattern to it, and consists of three layers. These are the background (a simple pattern), the middle ground (where the clipart resides), and the foreground (a twofold patterned writing - the pattern is inverse as compared to the background).

We have to perform three processing steps and need these modifiers for it: **ldr.4BitGoDot**, **ldr.4Bit&Mask**, **mod.ClipWorks**, **mod. .Histogram**, **mod.TileCip**, **mod.Flip&Mirror**, **motQuickMask**, **mod.DrawMask**, **svr.4BitGoDot**, and **mod.Cartoon**. Sounds like drudgery? No, just follow me.

**Step #1 (creating the background):** Load image "pattern. 4bt" (with **ldr.4BitGoDot**) and **Display** it with screen mode set to **Hires**. You'll see the well known geoPaint filling patterns - in the lower half of the image in their original habit and in the upper half stretched to double width (two cards). This is to have them properly set up for multicolor mode which we will use here.

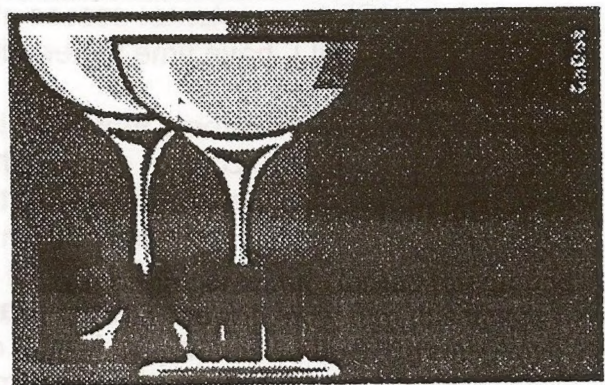
The pattern of interest is just a checkerboard pattern of 50% black and 50% white. It's located at row 4 and column 38 (set a clip there with **mod.ClipWorks** (height is 1, and width is 2). Now install **mod.Tilechip** and spread this clip all over the canvas, **Snip to Border** (thus the filling of the canvas starts in the upper left corner of the image). Display the result with **Exec Area** set to **Full** and **Multi** mode on. Looks like GEOS in multicolor mode. ;-) Next, we clear half of the screen to have it unpatterned: go back to **CipWorks** and set a clip of 0,0,20,25 (you just enter 20 at **Wid**). Then click **ClrCip**, select white and apply this to **Inside**. Leave **CipWorks** and **1)is-play** again: Pattern on the right, no pattern on the left. The last to do is to change the color.

Enter **moddlistogram** and **Swap** white and brown. Display, and you'll see brown and dark brown. This is the background image. Save it for later use (with **svr.4bitGoDot**).

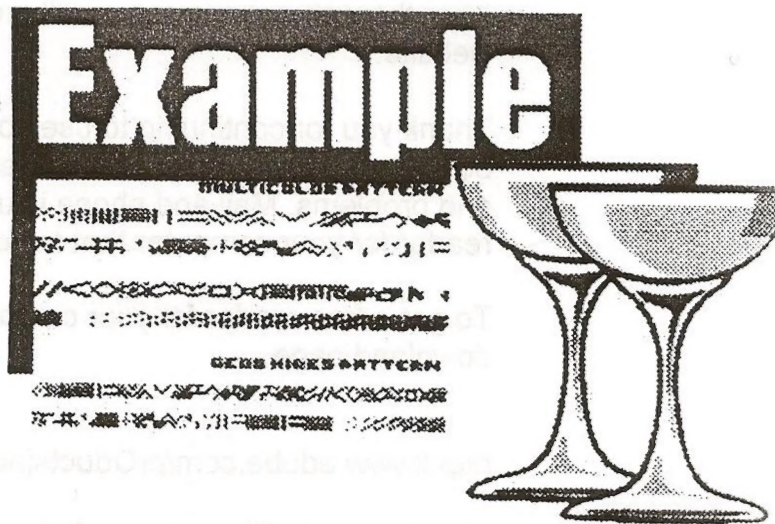
To have the proper texture for the foreground layer later on, we will, now turn this image upside down with **mod.Flip&Mirror** (Area: Full).

Do save this second image too.

**Step 2 (applying a clipart to the background):** Discard the background by loading image



Pic #1: A simple pattern to darken colors.



Pic #2: Three individual images to be combined to pic #1.

*Continue with next page 2 in the January 2009 CML.*



Subject: September Commodore MailLink in PDF Hello fellow MUTTM'ers.

My name is Robert Snyder and I am the president of Meeting 64/128 Users Through the Mail, our Commodore correspondence club. I usually do not email very many people but I am excited about the new issue of the Commodore MailLink and our new Internet delivery I am selling up for 2009. Bruce Thomas has done a wonderful job on the September issue, and all of you probably have it through the mail already, if not, it is on the way.

Unfortunately, I have not finished setting up the club's new internet site for members to try and download CML. It is my fault because I would rather go home after work instead of going to the library and work on setting up the web page. You see, I do NOT have internet access at home. The web page will get done, and once done, I WILL have time to keep it current.

I wanted all members that have internet access to try the new internet version of CML BEFORE 2009 in order to help them decide how they would like to get their newsletter in the coming year. I thought this way would allow many of us to try and see what a PDF file would do on their computer. I have attached the latest newsletter as a PDF file and included a link to the adobe website which has free downloads of their reader for many different computer platforms. No commodore is not one, yet. Please give it a try on your non commodore setup (or your friend's or library computer setup) and let me know what you think. My email address is where this email is sent from.

After the web page is set up, I'll probably send another email with the link to our website.

Thank you for continuing to use your commodore, and for being a MUTTM member. I hope you enjoy your membership and will contact me with any suggestions and problems. Mail and phone is usually quicker for me than email. Here is the reader for your computer that I wrote about above.

To get a free reader for your computer, click on the link below to go to adobe's download page

<http://www.adobe.com/products/acrobat/readstep2allvars.html> Thank you for allowing me to fill up some of your free space. Sincerely, Rob Snyder, President  
MUTTM



**HAVE YOU EVEN BEEN TO THE WEB SITE THAT ROBERT SNYDER IS TALKING ABOUT IN HIS LETTER ON PAGE 10? I DID A FEW WEEKS AGO USING:**

**<WWW.MAILINK@VIDEOCAM.NET.AU>**

**OF COURSE IF YOU DON'T HAVE A WEB SITE CONNECTION OR LIBRARY CLOSE BY: LOOK DOWN HERE IS A SNEAK PRE-VIEW! ENJOY Richard Savoy**

## **COMMODORE MAILINK**

**THE NEWSLETTER OF MEETING  
64/128 USERS THROUGH THE MAIL**



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### ***Meeting 64/128 Users Through the Mail***

#### ***This Is Who We Are:***

In the May 1986 issue of *Compute!'s Gazette*, the User Group listing for the first time included **The 64 User Group of America**, with Kirby Herazy listed as the founder and president. The members of the group (all 35 of them!) corresponded with each other through the mail, but there were no regular group mailings, no newsletter and no dues.

In 1987, the group's name was changed to **Meeting 64/128 Users Through the Mail** and Jean Nance became the president. A membership list was started, containing a brief biography of each member, along with their Commodore system components and their computing interests. Later that year, a bi-monthly newsletter was started with the simple, if bland, name of *Newsletter*, with Jean Nance as the editor. Most of the articles were (and still are) written by the group members themselves, with occasional items of special interest reprinted from outside sources. There were still no dues required for membership in the group, so donations from the members covered the cost of printing and mailing *Newsletter*.

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After three issues were published, a contest was held to give the newsletter a more interesting name, and from the suggestions submitted by the group *The Commodore MailLink* was the standout winner.

In 1988 with membership numbers and publishing costs climbing, annual dues of \$5.00 were instituted. Since Commodore users being such a, umm, thrifty bunch, the membership numbers dropped precipitously. Because good word-of-mouth and a steady place in the Commodore user group listings in the popular Commodore magazines, the group membership soon began climbing steadily. It reached a peak of more than 300 in the late 80s and early 90s. And as the membership grew, so did the membership bio list. **Meeting 64/128 Users Through the Mail** has always been a non-profit organization and it relies solely on membership dues and the occasional member donation to continue publication.

In 1994, the combined office of Group President/MailLink Editor was (deservedly) split into two distinct offices. Frank Redmond became the new president of **Meeting 64/128 Users Through the Mail**, with Jean Nance keeping the *The Commodore MailLink* editor-in-chief position. In 1996, Frank stepped down and Tom Adams stepped up to become the new group president, with Frank assuming the vice-president's position. Longtime members Brian Vaughan and Rolf Miller maintained the membership records and the group treasury, respectively.

In late 2001, Linda Tanner has stepped into the role of President, with Tom Adams and Frank Redmond as Vice President. Emil Volcheck is treasurer, David Mohr is the Managing Editor, with Brian Vaughn as the Bio-Editor. Our Email address editor is Joseph Fenn and Linda also handles the Member Resources list.

Today, **Meeting 64/128 Users Through the Mail** has members in the United States, Canada, Greece, France and Australia. Some of our members are or have been contributors to such publications as *RUN*, *Compute's Gazette*, *Loadstar*, *Loadstar Letter* and *Commodore World*; others are active contributors to the CONIP.SYS.CBM and ALT.C64 newsgroups.

*The Commodore MailLink* newsletter is 18-20 pages for each issue and is published regularly six times a year (the odd-numbered months). Each issue is edited by a volunteer from the group; the articles, still with only a few exceptions, are written and submitted for publication by members of the group. The membership list is included twice yearly (in the March and September issues) and includes a brief biography, the address, occupation, hobbies, the Commodore or Commodore-compatible components owned, and the special computing interests of each member. It also includes a contact list of group members with special expertise in software packages, programming and hardware hacking and repair, along with a Commodore vendor list of those sellers that offer discounts to **Meeting 64/128 Users Through the Mail** members.

All of our members love Commodore computing. If you use a Commodore computer, and if any of this has piqued your interest, then why not join the club?

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# THE BEGINNERS CORNER

## Lesson # 12

Prepared by: Dick Savoy



Continued from Page 17 and 18 of the March 2008 issue of the CML.

+++++\\  
In our example, the program prints the message in line 10, goes to the next line (20), which instructs it to go back to line 10 and print the message over again. Then the cycle repeats. Since we didn't give the computer a way out of this loop, the program will cycle endlessly, until we physically stop it with the **RUN/STOP** key.

Once you've stopped the program, type: LIST. Your program will be displayed, intact, because it's still in the computer's memory. Notice, too, that the computer converted the ? into PRINT for you. The program can now be changed, saved, or run again.

Another important difference between typing something in the immediate mode and writing a program is that once you execute and clear the screen of an immediate statement, it's lost. However, you can always get a program back by just typing LIST.

By the way, when it comes to abbreviations don't forget that the computer may run out of space on a line if you use too many.

### EDITING TIPS

If you make a mistake on a line, you have a number of editing options.

1. You can retype a line anytime, and the computer will automatically substitute the new line for the old one.
2. An unwanted line can be erased by simply typing the line number and **RETURN**.
3. You can also easily edit an existing line, using the cursor keys and editing keys.

Suppose you made a typing mistake in a line of the example. To correct it without retyping the entire line, try this:

Type **LIST**, then using the **SHIFT** and **CRSR** keys together move the cursor up until it is positioned on the line that needs to be changed.

Now, use the cursor-right key to move the cursor to the character you want to change, typing the change over the old character. Now hit **RETURN** and the corrected line will replace the old one.

If you need more space on the line, position the cursor where the space is needed and hit **SHIFT** and **INST/DEL** at the same time and a space will open up. Now just type in the additional information and hit **RETURN**. Likewise, you can delete unwanted characters by placing the cursor to the right of the unwanted character and hitting the **INST/DEL** key.

To verify that changes were entered, type LIST again, and the corrected program will be displayed! And lines don't have to be entered in numerical order. The computer will automatically place them in the proper sequence.

Try editing our sample program in Lesson #11 by changing line 10 and adding a comma to the end of the line. [Don't forget to move the cursor past line 20 before you run the program.] Then RUN the program again.

10 PRINT "COMMODORE",M

### VARIABLES

Variables are some of the most used features of any programming language, because variables can represent much more information in the computer. Understanding how variables operate will make computing easier and allow us to accomplish feats that would not be possible otherwise.

```
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COMMODORE COMMODORE COMMODORE COMMODORE
COMMODORE COMMODORE COMMODORE COMMODORE
COMMODORE COMMODORE COMMODORE COMMODORE
BREAK IN 10
READY
```

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Imagine a number of boxes within the computer that can each hold a number or a string of text characters. Each of these boxes is to be labeled with a name that we choose. That name is called a variable and represents the information in the respective box.

For example, if we say:

```
10 X% = 15
20 X = 23.5
30 X$ = "THE SUM OF X%+X ="
```

The computer might represent the variables like this:

```
X% 15
X 23.5
```

```
X$ THE SUM OF X%+X =
```

A variable name represents the box, or memory location, where the current value of the variable is stored. As you can see, we can assign either an integer number, floating point number, or a text string to a variable.

The % symbol following a variable name indicates the variable will represent an integer number. The following are valid integer variable names:

```
A%
X%
A1%
NM%
```

The '\$' following the variable name indicates the variable will represent a text string. The following are examples of string variables:

```
A$
x$
MI$
```

Floating point variables follow the same format, with the type indicator:

```
AI
x
Y
MI
```

In assigning a name to a variable there are a few things to keep in mind. First, a variable name can have one or two characters. The first character must be an alphabetic character from A to Z; the second character can be either alphabetic or numeric (in the range 0 to 9). A third character can be included to indicate the type of variable (integer or text string), % or \$.

**You can use variable names having more than two alphabetic characters, but only the first two are recognized by the computer.**

So PA and PARTNO are the same and would refer to the same variable box.

The last rule for variable names is simple: they can't contain any BASIC keywords (reserved words) such as GOTO, RUN, etc. Refer back to Appendix D for a complete list of BASIC reserved words.

To see how variables can be put to work, type in the complete program that we introduced earlier and RUN it. Remember to hit **RETURN** after each line in the program.

```
NEW
10 XX = 15
20 X = 23.5
30 X$ = "THE SUM OF XX + X = "
40 PRINT "XX = "; XX, "X = "; X
50 PRINT X$: XX + X
```

If you did everything as shown, you should get the following result printed on the screen.

```
RUN
XX = 15      X = 23.5
THE SUM OF XX + X = 38.5
READY
```

We've put together all the tricks learned so far to format the display as you see it and print the sum of the two variables. In lines 10 and 20 we assigned an integer value to X% and assigned a floating point value to X.

Until next time enjoy, Watch for Lesson#13



# **LEARNING TO PROGRAM IN BASIC 2.0 USING A 64 C**



## **Lesson # 9**

**Prepared By: Richard Savoy**

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**Continue from Page 11 of the  
January 2008 Commodore Mailink**

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## **STORING AND REUSING YOUR PROGRAMS**

Once you have created your program, you will probably want to store it permanently so you will be able to recall and use it at some later time. To do this, you'll need either a Commodore disk drive or a Commodore Datassette.

You will learn several commands that let you communicate between your computer and your disk drive or Datassette. These commands are constructed with the use of a command word followed by several parameters. Parameters are numbers, letters, words or symbols in a command that supply specific information to the computer, such as a filename, or a numeric variable that specifies a device number. Each command may have several parameters. For example, the parameters of the disk format command include a name for the disk and an identifying number or code, plus several other parameters. Parameters are used in almost every BASIC command; some are variables which change and others are constants. These are the parameters that supply disk information to the 64C and disk drive:

### **Disk Handling Parameters**

- disk name— arbitrary 16 character identifying name you supply.
- file name— arbitrary 16 character identifying name you supply.
- i.d.— arbitrary two-character identifier you supply
- drive number— must use 0 for a single disk drive, 0 or 1 in a dual drive,
- device number— a preassigned number for a peripheral device. For example, the device number for a Commodore disk drive is usually 8.

## **Formatting a Disk**

To store programs on a new (or blank) disk, you must first prepare the disk to receive data. This is called "formatting" the disk. **NOTE:** Make sure you turn on the disk drive before inserting any disk.

The formatting process divides the disk into sections called tracks and sectors. A table of contents, called a directory, is created. Each time you store a program on disk, the name you assign to that program will be added to the directory.

To format a blank disk type this command:

**OPEN 15,8,15: PRINT# 15, "N0:"A\$,B\$  
RETURN**

In Place of A\$, type a disk name of your choice; you can use up to 16 characters to identify the disk. In place of B\$, type a two-character code of your choice (such as W2).

The cursor disappears for a second or so. When the cursor blinks again, seal the disk with the following command:

**CLOSE 15 RETURN**

The entire formatting process takes about a minute.

### **SAVEing on Disk**

You can store your program on disk by using the following command:

**SAVE"PROGRAM NAME",8 RETURN**

The program name can be any name you choose, up to 16 characters long. Be sure to enclose the program name in quotes. You cannot put two programs with the same name on the same disk. If you do, the second program will not be accepted; the disk will retain the first one. In the example, the 8 indicates that you are saving your program on device Number 8.

*Til the next time Richard*



## NEXT VISITING EDITOR

Our next editor for January is Linda Tanner "Welcome back Linda", she will accept your article anyway in Commodore format or even email if short. But will not accept pdf file.

Email is: lnda2lnda@yahoo.com

Street address is listed in the Bio's also under Business Officers.

## CINCINNATI COMMODORE COMPUTER CLUB

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The Cincinnati Commodore Computer Club has 1000's of used commercial items for sale at very reasonable prices. The lists include software, hardware, accessories, books, magazines and manuals. Because of the low prices we ask that buyers pay postage. For a 5 1/4" disk of the lists, send a floppy mailer to Roger Moyer, 31 Potowatomie Trail, Milford, OH 45150. If you'd rather receive the lists by Email, contact Roger at [thunderbird@iglou.con](mailto:thunderbird@iglou.con)) or the club at [cbmusers@yahoo.com](mailto:cbmusers@yahoo.com). A third alternative is to view them and download them from our web site- [www.geocities.cQmlc64-128-amiga](http://www.geocities.cQmlc64-128-amiga).

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The club also sells the following printer tractor feed items:

.5" x 15/16" address labels in pastel shades of blue, green, pink and yellow, plus white  
Si .00/100. 2.75" x 1 15/16" labels for 3.5" disks  
\$1 .50/100.

3.5" x 6" postcards \$1 .50/100.  
Prices include postage.

Roger -[!:]